

<b>TO:</b> <b>Mail Stop 8</b> <b>Director of the U.S. Patent and Trademark Office</b> <b>P.O. Box 1450</b> <b>Alexandria, VA 22313-1450</b>	<b>REPORT ON THE</b> <b>FILING OR DETERMINATION OF AN</b> <b>ACTION REGARDING A PATENT OR</b> <b>TRADEMARK</b>
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In Compliance with 35 U.S.C. § 290 and/or 15 U.S.C. § 1116 you are hereby advised that a court action has been filed in the U.S. District Court Western District of Texas, Austin Division on the following

☐ Trademarks or ☒ Patents. ( ☐ the patent action involves 35 U.S.C. § 292.);

DOCKET NO. 1:11-CV-1012 LY	DATE FILED 11/28/2011	U.S. DISTRICT COURT Western District of Texas, Austin Division
PLAINTIFF DDB Technologies, L.L.C.		DEFENDANT Stat Crew Software, Inc.
PATENT OR TRADEMARK NO.	DATE OF PATENT OR TRADEMARK	HOLDER OF PATENT OR TRADEMARK
1 see attached		
2 5,526,479		
3 5,671,347		
4 6,204,842		
5 7,373,587		

In the above—entitled case, the following patent(s)/ trademark(s) have been included:

DATE INCLUDED	INCLUDED BY <input type="checkbox"/> Amendment <input type="checkbox"/> Answer <input type="checkbox"/> Cross Bill <input type="checkbox"/> Other Pleading	
PATENT OR TRADEMARK NO.	DATE OF PATENT OR TRADEMARK	HOLDER OF PATENT OR TRADEMARK
1		
2		
3		
4		
5		

In the above—entitled case, the following decision has been rendered or judgement issued:

DECISION/JUDGEMENT
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CLERK <b>WILLIAM G. PUTNICKI</b>	(BY) DEPUTY CLERK 	DATE <b>NOV 28 2011</b>
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Copy 1—Upon initiation of action, mail this copy to Director    Copy 3—Upon termination of action, mail this copy to Director  
 Copy 2—Upon filing document adding patent(s), mail this copy to Director    Copy 4—Case file copy

and potential customers by, at a minimum, making its live game simulation products/services available on its statcrew.com website. *See, e.g.*, Exhibit G.

44. On information and belief, Stat Crew has engaged in this conduct with the intent to lead others to engage in conduct that Stat Crew knew would constitute an infringement, in violation of 35 U.S.C. § 271(b).

45. On information and belief, Stat Crew has also engaged in this conduct while knowing that its live game simulation products and/or services were especially made or especially adapted for use in an infringement of the '862 Patent and were not staple articles or commodities of commerce suitable for substantial non-infringing use, in violation of 35 U.S.C. § 271(c).

46. Stat Crew's infringing activities have damaged and continue to damage DDB. On information and belief, Stat Crew will continue to infringe the '862 Patent, causing irreparable harm to DDB unless enjoined by this Court.

47. In view of its knowledge of the '862 Patent, Stat Crew's acts of infringement are willful.

**COUNT IV:  
INFRINGEMENT OF THE '587 PATENT**

48. DDB repeats and realleges each of the allegations of paragraphs 1-47 as if set forth in full.

49. DDB is in compliance with any applicable marking and notice provisions of 35 U.S.C. § 287, with respect to the '587 Patent.

50. On information and belief, DDB has never licensed Stat Crew under any of the DDB Patents or otherwise authorized Stat Crew to practice the '587 Patent.

51. Stat Crew has infringed and continues to infringe one or more of the claims of the '587 Patent by making, selling, offering for sale, and/or using live game simulation products and/or services (including, for example, the TAS Live product/service described and depicted in Exhibits E-F) covered by claims of the '587 Patent, without DDB's authorization in violation of 35 U.S.C. § 271(a).

52. On information and belief, Stat Crew has knowledge of the existence of the '587 Patent. For instance, on information and belief, Stat Crew has knowledge of the '587 Patent based on DDB's lawsuits against Stat Crew's competitors for infringement of the DDB Patents and/or the marking of competing live simulation products/services with the DDB Patents.

53. On information and belief, Stat Crew has in the past and continues to promote, advertise, and provide access to its live game simulation products/services to users, customers, and potential customers by, at a minimum, making its live game simulation products/services available on its statcrew.com website. *See, e.g.,* Exhibit G.

54. On information and belief, Stat Crew has engaged in this conduct with the intent to lead others to engage in conduct that Stat Crew knew would constitute an infringement, in violation of 35 U.S.C. § 271(b).

55. On information and belief, Stat Crew has also engaged in this conduct while knowing that its live game simulation products and/or services were especially made or especially adapted for use in an infringement of the '587 Patent and were not staple articles or commodities of commerce suitable for substantial non-infringing use, in violation of 35 U.S.C. § 271(c).

56. Stat Crew's infringing activities have damaged and continue to damage DDB. On information and belief, Stat Crew will continue to infringe the '587 Patent, causing irreparable harm to DDB unless enjoined by this Court.

57. In view of its knowledge of the '587 Patent, Stat Crew's acts of infringement are willful.

### **REQUEST FOR JURY TRIAL**

58. Pursuant to FED. R. CIV. P. 38, DDB demands a trial by jury of any issue triable of right by a jury.

### **PRAYER FOR RELIEF**

THEREFORE, DDB prays for relief against Stat Crew as follows:

- A. Judgment that Stat Crew has infringed one or more claims of the DDB Patents in violation of 35 U.S.C. § 271(a), (b), and (c), and that such infringement is willful;
- B. An award of damages incurred by DDB as a result of Stat Crew's infringement of the DDB Patents, said damages to be trebled in view of the willful and deliberate nature of the infringement;
- C. A preliminary and permanent injunction enjoining Stat Crew, its officers, agents, servants, employees and attorneys, and other persons in active concert or participation with Stat Crew from further infringement of the DDB Patents;
- D. An assessment of costs, including reasonable attorney fees pursuant to 35 U.S.C. § 285, and prejudgment interest; and
- E. Such other and further relief as this Court may deem just and proper.

Dated: November 28, 2011

Respectfully submitted,

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*COUNSEL FOR PLAINTIFF*  
*DDB TECHNOLOGIES L.L.C.*



Internet website, statcrew.com, which is available to, accessed by, and/or subscribed to by users, customers, and potential customers of Stat Crew within this judicial district.

### **JURISDICTION AND VENUE**

4. This is a civil action for patent infringement arising under the patent laws of the United States, Title 35, UNITED STATES CODE. This Court has jurisdiction under 35 U.S.C. §§ 271, *et seq.*, and 28 U.S.C. §§ 1331 and 1338.

5. This Court has personal jurisdiction over Stat Crew pursuant to TEX. CIV. PRAC. & REM. CODE § 17.041 *et seq.* Personal jurisdiction generally exists over Stat Crew because Stat Crew has minimum contacts with this forum as a result of business regularly conducted within the State of Texas and within this district, and, on information and belief, specifically as a result of, at least, committing the tort of patent infringement within Texas and this district. Personal jurisdiction also exists because, on information and belief, Stat Crew has entered into numerous contracts with customers in Texas for products and services offered by Stat Crew, which products and services involve, among other things, the knowing and repeated transmission of data over the Internet. This Court's jurisdiction over Stat Crew comports with the constitutional standards of fair play and substantial justice and arises directly from Stat Crew's purposeful minimum contact with the State of Texas.

6. Although Stat Crew has engaged in business in the State of Texas, Stat Crew has not designated an agent for service in the State. Therefore, the Secretary of the State is an agent for service of process for Stat Crew pursuant to TEX. CIV. PRAC. & REM. CODE § 17.044.

7. Venue is proper in this Court under 28 U.S.C. §§ 1391(b) and (c) and 28 U.S.C. § 1400(b).

### **THE PATENTS-IN-SUIT**

8. On June 11, 1996, United States Patent No. 5,526,479 (“the ‘479 Patent”), entitled “Method and Apparatus for Broadcasting Live Events to Another Location and Producing a Computer Simulation of the Events at that Location,” was duly and legally issued by the United States Patent and Trademark Office to David R. Barstow and Daniel W. Barstow. A copy of the ‘479 Patent is attached hereto as Exhibit A.

9. On September 23, 1997, United States Patent No. 5,671,347 (“the ‘347 Patent”), entitled “Method and Apparatus for Broadcasting Live Events to Another Location and Producing a Computer Simulation of the Events at that Location,” was duly and legally issued by the United States Patent and Trademark Office to David R. Barstow and Daniel W. Barstow. A copy of the ‘347 Patent is attached hereto as Exhibit B.

10. On March 20, 2001, United States Patent No. 6,204,862 (“the ‘862 Patent”), entitled “Method and Apparatus for Broadcasting Live Events to Another Location and Producing a Computer Simulation of the Events at that Location,” was duly and legally issued by the United States Patent and Trademark Office to David R. Barstow and Daniel W. Barstow. A copy of the ‘862 Patent is attached hereto as Exhibit C.

11. On May 13, 2008, United States Patent No. 7,373,587 (“the ‘587 Patent”), entitled “Representing Sub-Events With Physical Exertion Actions,” was duly and legally issued by the United States Patent and Trademark Office to David R. Barstow and Daniel W. Barstow. A copy of the ‘587 Patent is attached hereto as Exhibit D.

12. The ‘479, ‘347, ‘862, and ‘587 Patents are referred to hereinafter as “the DDB Patents.”



13. David R. Barstow and Daniel W. Barstow assigned the DDB Patents to DDB. DDB owns all right, title and interest in and to the DDB Patents.

#### FACTS

14. In the 1980s and continuing through the early 1990's, Dr. David R. Barstow, a Partner in and President of DDB, along with his brother, Daniel W. Barstow, a Partner in DDB, developed a method and apparatus for providing remote viewers with simulations of live sporting events such as baseball, football, and basketball games, etc. All of the technology required to produce such simulations is embodied in the DDB Patents.

15. On information and belief, without DDB's permission, Stat Crew began providing live game simulation products/services that embody the invention(s) set forth in the DDB patents. At a minimum, for instance, Stat Crew has provided and continues to provide products/services through its statcrew.com website—including a "TAS Live" product/service—that enable remote users to watch simulations of live sporting events such as baseball games, basketball games, football games, volleyball games, soccer games, hockey games, and lacrosse games. *See, e.g., Exhibits E-F.*

16. On June 15, 2004, DDB initiated a patent infringement suit against MLB Advanced Media, L.P. ("MLBAM"), a competitor of Stat Crew in the live game simulation products/services industry, alleging that MLBAM's live game simulation product(s)/service(s) infringed the '479, '347, and '862 Patents. This suit received press attention in the industry and resulted in the marking of MLBAM's competing live game simulation product(s)/service(s) with one or more of the DDB Patents.

17. Between April 8, 2010 and June 28, 2010, DDB initiated patent infringement suits against several competitors of Stat Crew in the live game simulation products/services industry

(including, for example, ESPN Inc.), alleging that each competitor's live game simulation product(s)/service(s) infringed the DDB Patents. These suits received press attention and resulted in the marking of other competing live game simulation product(s)/service(s) with one or more of the DDB Patents.

**COUNT I:  
INFRINGEMENT OF THE '479 PATENT**

18. DDB repeats and realleges each of the allegations of paragraphs 1-17 as if set forth in full.

19. DDB is in compliance with any applicable marking and notice provisions of 35 U.S.C. § 287, with respect to the '479 Patent.

20. On information and belief, DDB has never licensed Stat Crew under any of the DDB Patents or otherwise authorized Stat Crew to practice the '479 Patent.

21. Stat Crew has infringed and continues to infringe one or more of the claims of the '479 Patent by making, selling, offering for sale, and/or using live game simulation products and/or services (including, for example, the TAS Live product/service described and depicted in Exhibits E-F) covered by claims of the '479 Patent, without DDB's authorization in violation of 35 U.S.C. § 271(a).

22. On information and belief, Stat Crew has knowledge of the existence of the '479 Patent. For instance, on information and belief, Stat Crew has knowledge of the '479 Patent based on DDB's lawsuits against Stat Crew's competitors for infringement of the DDB Patents and/or the marking of competing live simulation products/services with the DDB Patents.

23. On information and belief, Stat Crew has in the past and continues to promote, advertise, and provide access to its live game simulation products/services to users, customers,

and potential customers by, at a minimum, making its live game simulation products/services available on its statcrew.com website. *See, e.g.*, Exhibit G.

24. On information and belief, Stat Crew has engaged in this conduct with the intent to lead others to engage in conduct that Stat Crew knew would constitute an infringement, in violation of 35 U.S.C. § 271(b).

25. On information and belief, Stat Crew has also engaged in this conduct while knowing that its live game simulation products and/or services were especially made or especially adapted for use in an infringement of the '479 Patent and were not staple articles or commodities of commerce suitable for substantial non-infringing use, in violation of 35 U.S.C. § 271(c).

26. Stat Crew's infringing activities have damaged and continue to damage DDB. On information and belief, Stat Crew will continue to infringe the '479 Patent, causing irreparable harm to DDB unless enjoined by this Court.

27. In view of its knowledge of the '479 Patent, Stat Crew's acts of infringement are willful.

**COUNT II:  
INFRINGEMENT OF THE '347 PATENT**

28. DDB repeats and realleges each of the allegations of paragraphs 1-27 as if set forth in full.

29. DDB is in compliance with any applicable marking and notice provisions of 35 U.S.C. § 287, with respect to the '347 Patent.

30. On information and belief, DDB has never licensed Stat Crew under any of the DDB Patents or otherwise authorized Stat Crew to practice the '347 Patent.

31. Stat Crew has infringed and continues to infringe one or more of the claims of the '347 Patent by making, selling, offering for sale, and/or using live game simulation products and/or services (including, for example, the TAS Live product/service described and depicted in Exhibits E-F) covered by claims of the '347 Patent, without DDB's authorization in violation of 35 U.S.C. § 271(a).

32. On information and belief, Stat Crew has knowledge of the existence of the '347 Patent. For instance, on information and belief, Stat Crew has knowledge of the '347 Patent based on DDB's lawsuits against Stat Crew's competitors for infringement of the DDB Patents and/or the marking of competing live simulation products/services with the DDB Patents.

33. On information and belief, Stat Crew has in the past and continues to promote, advertise, and provide access to its live game simulation products/services to users, customers, and potential customers by, at a minimum, making its live game simulation products/services available on its statcrew.com website. *See, e.g.,* Exhibit G.

34. On information and belief, Stat Crew has engaged in this conduct with the intent to lead others to engage in conduct that Stat Crew knew would constitute an infringement, in violation of 35 U.S.C. § 271(b).

35. On information and belief, Stat Crew has also engaged in this conduct while knowing that its live game simulation products and/or services were especially made or especially adapted for use in an infringement of the '347 Patent and were not staple articles or commodities of commerce suitable for substantial non-infringing use, in violation of 35 U.S.C. § 271(c).

36. Stat Crew's infringing activities have damaged and continue to damage DDB. On information and belief, Stat Crew will continue to infringe the '347 Patent, causing irreparable harm to DDB unless enjoined by this Court.

37. In view of its knowledge of the '347 Patent, Stat Crew's acts of infringement are willful.

**COUNT III:  
INFRINGEMENT OF THE '862 PATENT**

38. DDB repeats and realleges each of the allegations of paragraphs 1-37 as if set forth in full.

39. DDB is in compliance with any applicable marking and notice provisions of 35 U.S.C. § 287, with respect to the '862 Patent.

40. On information and belief, DDB has never licensed Stat Crew under any of the DDB Patents or otherwise authorized Stat Crew to practice the '862 Patent.

41. Stat Crew has infringed and continues to infringe one or more of the claims of the '862 Patent by making, selling, offering for sale, and/or using live game simulation products and/or services (including, for example, the TAS Live product/service described and depicted in Exhibits E-F) covered by claims of the '862 Patent, without DDB's authorization in violation of 35 U.S.C. § 271(a).

42. On information and belief, Stat Crew has knowledge of the existence of the '862 Patent. For instance, on information and belief, Stat Crew has knowledge of the '862 Patent based on DDB's lawsuits against Stat Crew's competitors for infringement of the DDB Patents and/or the marking of competing live simulation products/services with the DDB Patents.

43. On information and belief, Stat Crew has in the past and continues to promote, advertise, and provide access to its live game simulation products/services to users, customers,